



Distributed by

**ACTIVISION**

For play on the

**SEGA**  
Master System

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## Credits

*RAMPAGE* was developed by Sega Enterprises, Ltd.

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## Partners in Crime

You and your buddy are ready for a little action tonight, 'cause you just happen to be in the mood to tear up the town. What a riot! You'll demolish buildings, grab and chomp horrified spectators and other yummy morsels, and flatten puny helicopters and other antagonists who try to stop you.

But you won't stop at just one town. This game has 10 cities for you to trash.

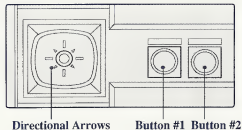
You two can choose any one of three naughty monsters — Ralph the Wolf, George the Ape, or Lizzie the Lizard. Ralph has the meanest punch. George is best at scaling buildings. And Lizzie — that Lizzie — she's the fastest thing on four feet.

## Getting Ready

1. Make sure the power switch is off, then insert the *RAMPAGE* cartridge into the Power Base.
2. Plug in Control Pad 1 for a one-player game, and Control Pad 2 for a two-player game.
3. Turn on the power switch and press Button #1 to begin the game.
4. Press the UP or DOWN directional arrows to select a one- or two-player game, then press Button #1 again.

5. An **I** will be displayed over the first monster. Press the **RIGHT** or **LEFT** directional arrows to move the **I** over the monster you want to control. Then press Button #1 again. For a two-player game, a **II** will also be displayed. The second player can use the directional arrows on Control Pad 2 to move the **II** over their favorite monster.
6. To pause in the middle of the game, press the Pause button on your Power Base. Press it again to continue.

## Trashing Cities



You can destroy as many as 10 American cities. Beginning with San Francisco, you'll make your way to Los Angeles, Las Vegas, Dallas, St. Louis, Chicago, Detroit, Baltimore, Philadelphia, and New York. Each city has five different landscapes to lunch on.

Your goal is to demolish every building in each city while trying to avoid enemy fire.

As you **CLIMB** a building, you'll **PUNCH** holes in the walls and **GRAB** and **CHOMP** people and other delectables. Keep an eye out for helicopters and soldiers. A good **PUNCH** will lay 'em out cold.

### Stalking through the City

To **WALK** right or left, press the directional arrows in the direction you want to move.

### Scaling Walls

To **CLIMB** a building, move **RIGHT** or **LEFT** to approach it, then press the directional arrow **UP** to climb.

### Looking Out for Number One

To **LOOK** up or down, press the **UP** or **DOWN** directional arrows.

### Punching

Press the directional arrows in the direction you want to punch, then press Button #1.

### Chomping

Whenever you **PUNCH** certain enemies or innocent bystanders, you'll automatically **GOBBLE** them up.

## Jumping

To JUMP, press the directional arrows in the direction you want to jump, then press Button #2.

Watch where you're going: If you fall off a building before you jump, you'll suffer severe damage.

## Your Energy Level

The DAMAGE BAR directly under your score lets you know how you're doing. If you run out of energy completely, you'll automatically turn into a measly human. You'll soon find out who your true friends are.

## Tips for Cheaters

- Beat up on your friends if you like. You can gain points from punching your monstrous buddies.
- If you're caught on a building just as it's about to crumble, *jump*.
- Every city has its own strengths and weaknesses. Get to know them so you can use them to your advantage.
- Watch what you eat. Some goodies may be hazardous to your health.

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